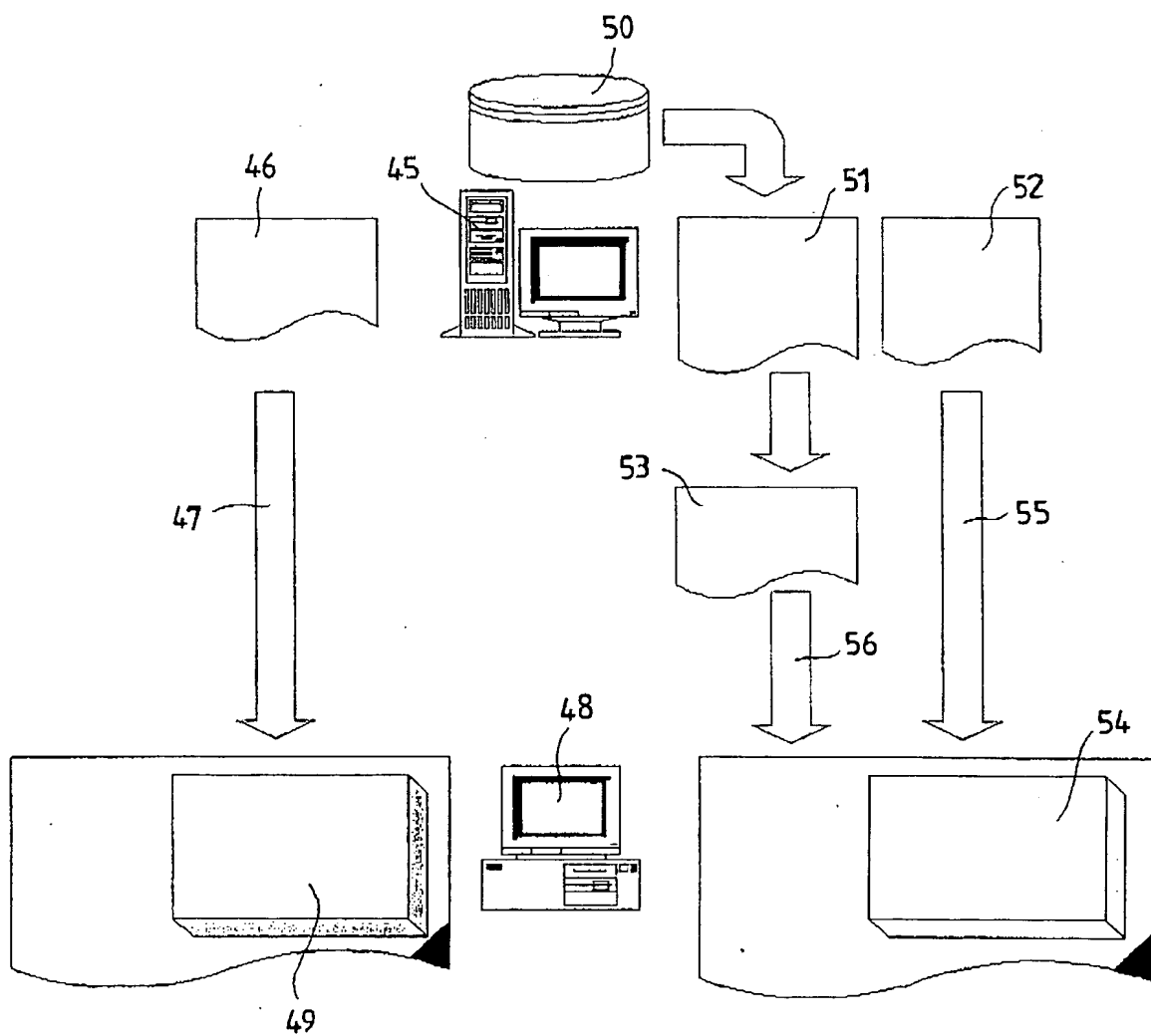


Fig.1



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## Fig.2a

```

<ELEMENT>                                //A 3Delement is declared

<ID>                                     //The 3Delement Identifier
    integer (ID value)

<SIMPLIFIED>                             // The 3Delement is simplified (an extruded regular polygon)
    integer (base in pixel)
    integer (height in pixel)
    integer (number of sides)

<PAGEID_AND_ADDRESS>                     // The polygon identified by the ID will have mapped the
    integer (polygon ID)                  page related with the specified URL
    string (URL)

<XTRANDOF>                               // Degree of freedom in translation
    integer (0 range will not be used, 1 will be used only the min value, 2
    will be used only the max value, 3 max and min value will be used)
    float (min translation value)
    float (max translation value)
<YTRANDOF>
    ...
<ZTRANDOF>
    ...
<XROTDOF>                               // Degree of freedom in rotation
    integer (0 range will not be used, 1 will be used only the min value, 2
    will be used only the max value, 3 max and min value will be used)
    float (min translation value)
    float (max translation value)
<YROTDOF>
    ...
<ZROTDOF>
    ...
<XSCALDOF>                             // Degree of freedom in scaling
    integer (0 range will not be used, 1 will be used only the min value, 2
    will be used only the max value, 3 max and min value will be used)
    float (min translation value)
    float (max translation value)
<YSCALDOF>
    ...
<ZSCALDOF>
    ...
<FCURVETYPE>                           // The type of function curve for an animation
    integer (1 linear, 2 spline, 3 bezier)
<XTRANKEY>                              // Key related with a fcurve of translation
    integer ( frame where the key is set)
    float ( value of the translation )
    float ( to set only in the bezier case so to define the left slope )
    float ( to set only in the bezier case so to define the right slope )
<YTRANKEY>
    ...
<ZTRANKEY>
    ...

```

## Fig.2b

```

<XROTKEY>                                // Key related with a fcurve of rotation
integer ( frame where the key is set)
float   ( value of the rotation )
float   ( to set only in the bezier case so to define the left slope )
float   ( to set only in the bezier case so to define the right slope )
<YROTKEY>
...
<ZROTKEY>
...
<XSCALKEY>                                // Key related with a fcurve of scaling
integer ( frame where the key is set)
float   ( value of the scaling )
float   ( to set only in the bezier case so to define the left slope )
float   ( to set only in the bezier case so to define the right slope )
<YSCALKEY>
...
<ZSCALKEY>
...

<PREFSTATE>                                //A preferential state is declared
<PREFTRAN>                                // define the type of preferential state
float   ( x value of the preferential state )
float   ( y value of the preferential state )
float   ( z value of the preferential state )
<PREFROT>
...
<PREFSCAL>
...

<SCENEBGCOLOR>                            // Define the ActiveX background color
integer (background color)

<FACEBGCOLOR>                             // Define the polygon color
integer (face ID)
integer (face color)

<DEFAULT_TRANSFO> // Define the 3DElement initial condition in translation, scaling
                    and rotation
float ( x value of the translation )
float ( y value of the translation )
float ( z value of the translation )
float ( x value of the rotation )
float ( y value of the rotation )
float ( z value of the rotation )
float ( x value of the scaling )
float ( y value of the scaling )
float ( z value of the scaling )

<START_ANIMATION> // AutoStart a predefined animation

<NOAUTODEEP>                                // The 3DElement will not be pushed in the Z-direction so to
                                            keep the correct dimension in pixel units

<TURNING>                                // The 3DElement is used like a roll

```

**MANDATORY TAG:**

**<ELEMENT>**

**<ID>** otherwise the value 0 will be used for each element

**<SIMPLIFIED>**

**TAG RELATION:**

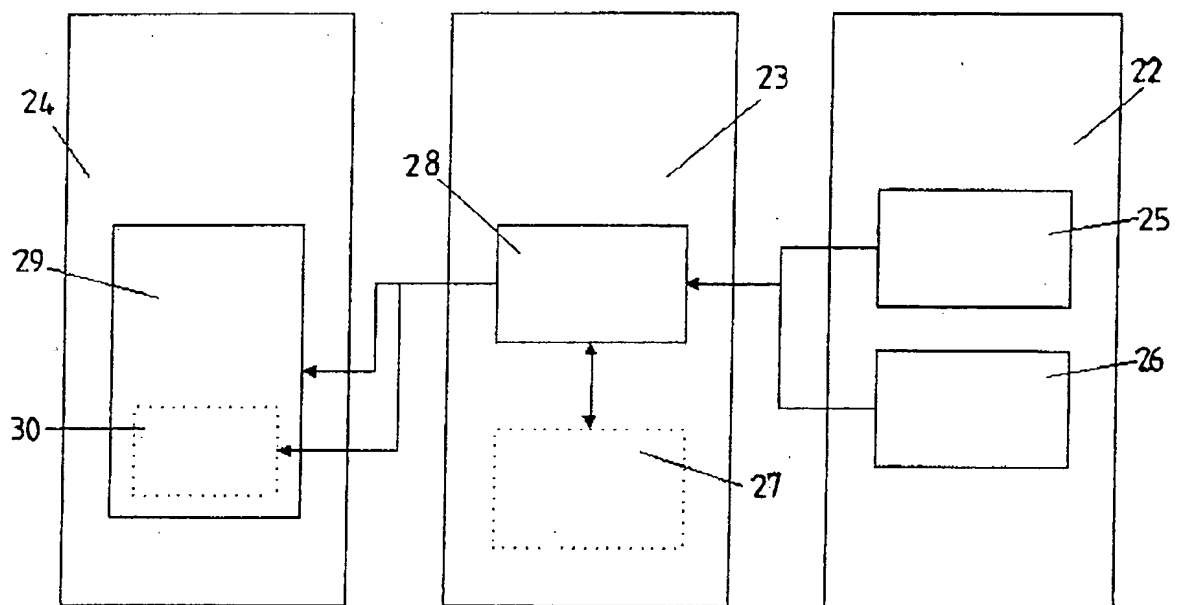
**<ELEMENT>** before every tag related with 3Delement properties ( usually put it as first ).

The **<FCURVETYPE>** should be defined before every **<.....KEY>**

Fig.3



Fig. 5



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<object classid="CLSID:11E6FE20-C5E2-11D4-B07A-0050DA2873C1"  
width="120" height="120" id="element3D">  
    <PARAM NAME="FileName" Value="element.wzt">  
    <PARAM NAME="WLess" Value="1">  
</object>

Fig. 6

Fig.7a

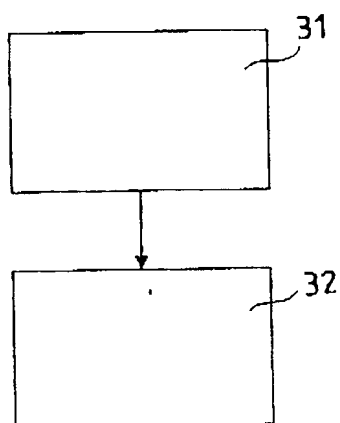
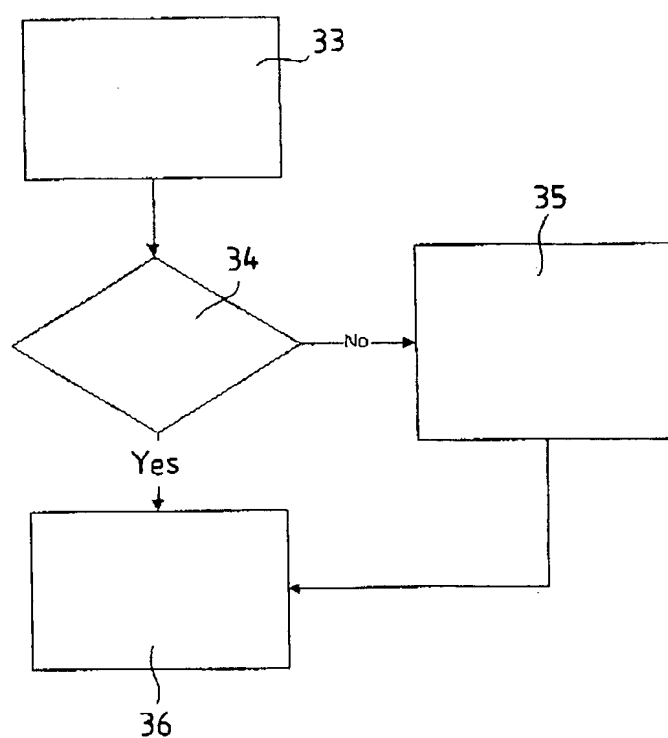


Fig.7b





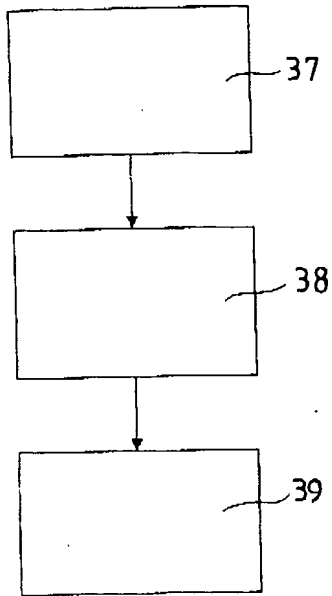


Fig. 8a

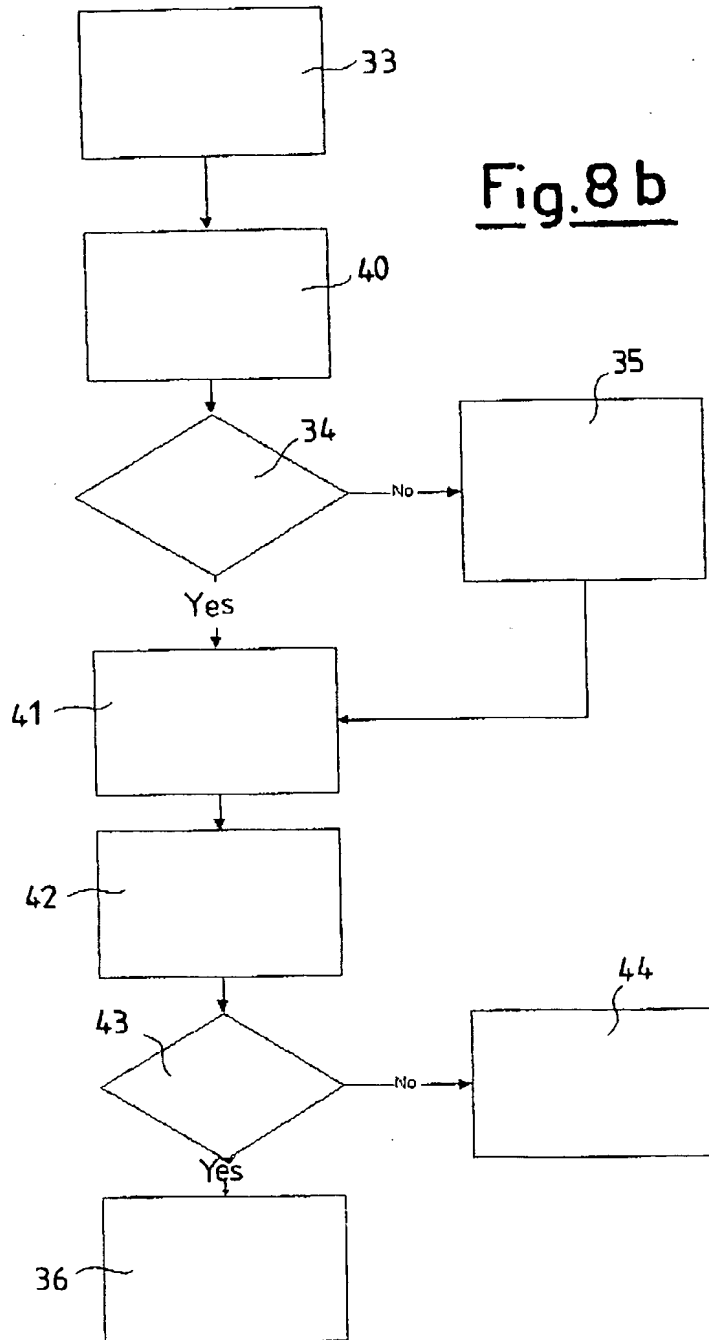
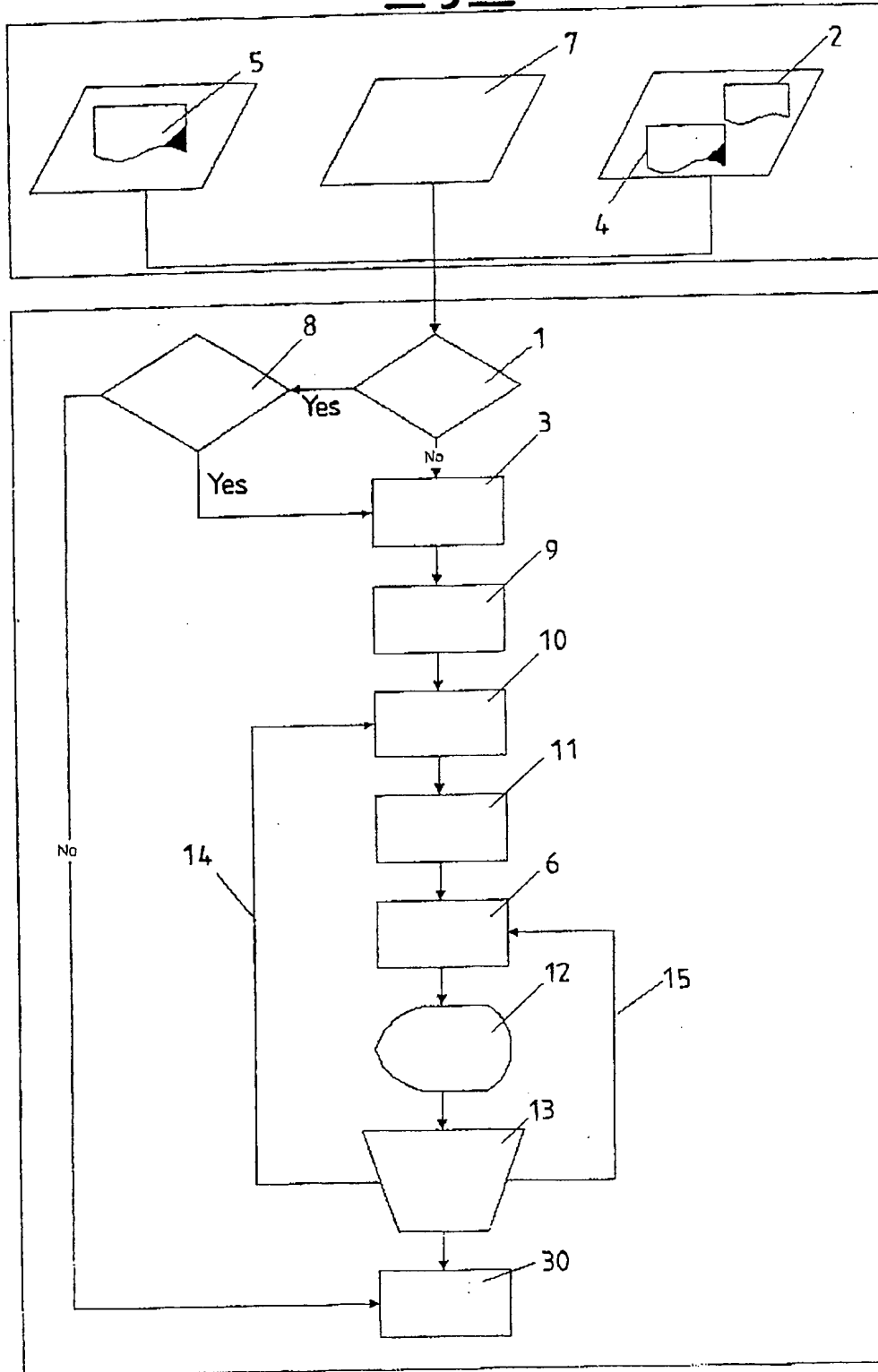


Fig. 8b

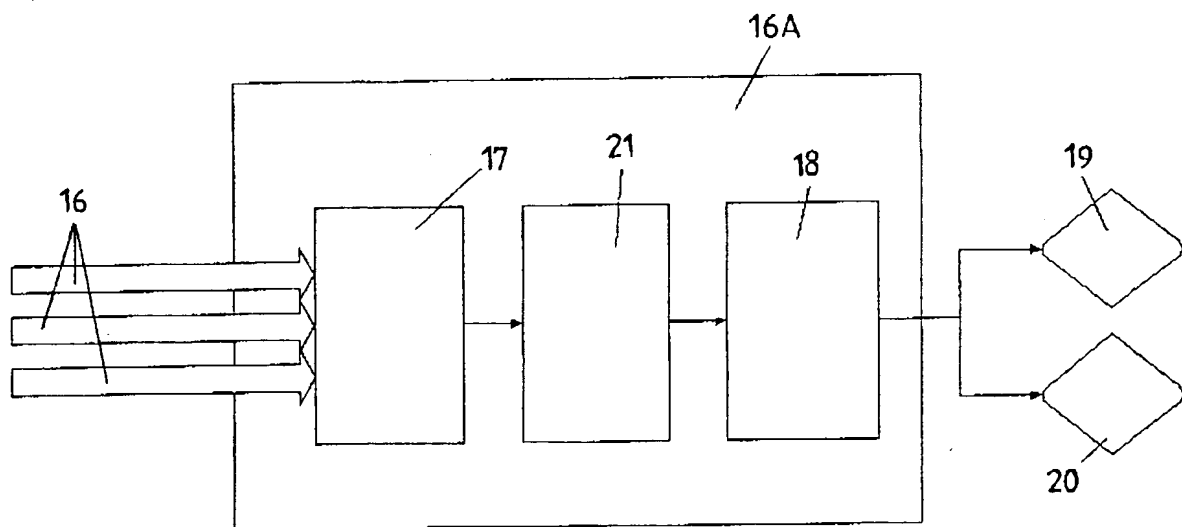
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Fig.9



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Fig.10



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